



The horrific din rising above the village occupied by the fearsome Pict warriors leaves no room for doubt; Conan and his group of volunteers who came from Fort Tuscelan have failed to arrive before the sacrifice.

Yselda, daughter of the governor of Velitrium, howls in terror. The prisoner, tied to a black pole, is surrounded by a mass of terrifying and gibbering silhouettes; before her, Zogar Sag is determined to demonstrate his power.

The sinister shaman trembles while chanting guttural incantations to the rhythms of the warriors' ceaseless shouts. Strange bubbling starts on the surface of the swamp at the very moment Yselda falls unconscious, victim of a charm cast by Zogar Sag.

There is no time to plan, as Conan knows the powers of the priests of Jhebbal Sag and their ability to control all manner of beasts. But does he know that the most powerful of them can also call upon ancient, nightmarish creatures?



Objectives:



If the charm is broken and a Hero has fled the village with Yselda, she is saved; the Heroes win the game.



At the end of turn 12, Thaug emerges from the depths of the swamp and devours Yselda; the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan (Battle Axe, Buckler, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, and 3 spells: Teleportation, Mitra's Halo, Lightning Storm). He starts with Mitra's Halo cast.

 After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.



 The Overlord starts with 7 gems in their Reserve zone and 5 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



The Overlord resolves each of the following events in order:

Impending Awakening: Move the Turn marker 1 space toward space 12.

Destruction: Place a Water token  in any area. That area becomes a water area where all corresponding rules apply. Everything in the area (miniatures, tokens and Asset cards) ends up in the water, but suffers no damage.

Emergence: The Overlord may move or place a Tentacles tile into the Event title's previous position in the River, then place the 3 corresponding Tentacle miniatures (taken from the board or from the box) in the water areas of their choice (2 Tentacles tiles max. in the River, 3 units max. per tile).



Special Rules:

- * **Game Board Rules:** Standard game board rules apply (see Overlord book page 43).
- * **Magical Charm:** Yselda is represented by the Princess miniature. If a Hero takes the Pictish Fetish or Zogar Sag dies, the charm is broken and Yselda can be carried out of the village. Yselda now counts as an object with an Encumbrance value of 6, and can be picked up by a Hero by performing a simple Manipulation. That Hero takes her token and places it next to their Hero sheet. Yselda cannot be attacked.
- * **Pictish Fetish:** After a Hero successfully opens a chest, and takes an Asset card, that Hero rolls  (no rerolls allowed). If the number of successes rolled is equal to or greater than the number of cards remaining in the Asset deck, that Hero also takes the Pictish Fetish card.
- * **Tentacle:** Instead of attacking, a Tentacle can destroy a wall; place a Wall wrecker  token on a wall adjacent to the Tentacle's area.
- * **Fleeing the village:** A Hero can flee the village from an area at the edge of the board by spending movement points as though the Hero were crossing a border.
- * **Chests:** The Asset deck contains: Life Potion x2, Explosive Orb, Zingaran Bow, Crossbow, Empty Chest x2, Javelin.

David Bertold



A relentless hail of arrows flies from the forest to crash upon the palisade of Fort Tuscelan. Hordes of naked silhouettes, covered in ritual paints, surround the fort. The Black River swarms with their canoes.

Howling like wolves, hundreds of ferocious Picts surge from the edge of the wood and begin an assault on the gates and the ramparts, defended under torchlight by Aquilonian soldiers.

A group of warriors observes the scene from a distance. "Are we going to cut our way into the fort?" asks one of Conan's companions. The Cimmerian shakes his head and announces, with a serious tone: "The fort is done for, but we can still warn and save the settlers located between the fort and the Thunder River. The Picts, drunk with blood, will swarm Eastward."

As the warriors run along the road leading to Velitrium, they reach the Scalp, a small river beyond which the first settlements can be found. But to their great surprise, the Picts have outpaced them, probably a small detachment unwilling to wait until the fort is taken and wanting to surprise the settlers in their beds to more easily massacre them.

Conan and his companions at arms rush to save the villagers at the same moment Zogar Sag, leading the warriors, let out a hideous cry. A few moments later, a legendary monster appears - a creature known to have disappeared long ago: the terrifying Serpent-Specter.



Objectives:



If the total number of devoured Villagers and Villagers on the board is less than 5, most of the village's inhabitants manage to escape to safety; the Heroes win the game. They also win by killing the Serpent.



If 5 Villagers have been devoured, all hope is lost; the Overlord wins the game.



The Heroes start in the areas indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan (Battle Axe, Buckler, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, and 3 spells: Teleportation, Mitra's Halo, Lightning Storm). He does not start with Mitra's Halo cast.

 After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.



The game starts with the Overlord's turn.

 The Overlord starts with 3 gems in their Reserve zone and 8 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



The Overlord chooses one event:

Reinforcement: 6 reinforcement points .

Suffocating Gas: The Overlord chooses an area and rolls . Each unit (Heroes or Overlord) in that area suffers unavoidable damage equal to the number of successes rolled.



During setup, the Overlord places 13 tokens on the board representing the Villagers as indicated by the setup diagram.



Special Rules:

- ★ **Game Board Rules:** Standard game board rules apply (see Overlord book page 43).
- ★ **Deep Water:** Areas marked with a red "X" in the setup diagram are considered deep water. Units (Heroes or Overlord) cannot enter deep water, but it does not block line of sight.
- ★ **The Serpent-Specter:** It is represented by the Giant Snake miniature. The Serpent cannot spend movement points to move. Once per turn, during the Serpent's activation, the Overlord may place its miniature in a water area with no Heroes. The Serpent miniature is removed from the board at the start of the next Overlord's turn. During the Serpent's activation, the Overlord can spend 2 gems to place a Wall wrecker token  on a wall adjacent to the Serpent's area. The first time the Serpent has 7 or fewer life points, flip the rightmost Serpent tile in the River facedown. The Serpent can perform a Melee Attack in an adjacent area in his line of sight. A Hero can perform a Melee Attack against the Serpent in an adjacent area in his line of sight.
- ★ **Villagers:** A Villager cannot move, counts as an object with an Encumbrance value of 6, and can be picked up by a Hero by performing a simple Manipulation. That Hero places the Villager token next to their Hero sheet. Villagers have one life point and an Armor value of 0. They die if they suffer any damage. When a Villager is killed by the Serpent or by a Hero (with an area attack for example), that Villager is devoured, and the Overlord takes the token. The Serpent cannot attack a Villager if there is a Hero in that Villager's area. If a Villager is in a reinforcement area with a Hero, remove the token from the board.

Jeremy Pinget



A hurricane of steel thunders in the pass of Shamla. The army of the kingdom of Khoraja, led by Conan the Cimmerian mercenary, is standing facing a glistening ocean of bronze and gold ready to crash down into the Hyborian states.

Natohk, the powerful and mysterious sorcerer of the desert, whose face is always veiled, has gathered thirty nomad tribes and fifteen cities around him. A fearsome leader, he has led his murderous horde to victory from the wastes of the Shemite regions.

The battles have been raging since dawn. Wave after wave of enemy troops crashes on the narrow opening of the pass, and the Khorajis counter-attack impetuously, galvanized by Conan's tactics and his fearsome personality.

The Veiled One, seeing his dreams of bring down the Western kingdoms fly out of his grasp, decides to use his sinister and powerful magic. He rushes into battle on his chariot, and manages to capture Conan as well as Princess Yasmela, regent of the kingdom of Khoraja.

Natohk flees to an ancient citadel in which he's established his headquarters. He has the firm intention of beheading the Cimmerian in honor of Set, the serpent-god of Stygia, and feasting on the princess' soul. But no cell can hold Conan for long...



Objectives:



If a Hero flees with Yasmela, they are safe from harm; the Heroes win the game.



At the end of turn 8, Natohk is able to carry out his plans; the Overlord wins the game.



The game starts with the Heroes' turn. Conan Warlord starts in the area indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan Warlord (Conan's Sword)
- Valeria (Sword, Parrying Dagger)
- Shevatas (Kris, Throwing Knives)

 After setup, Conan Warlord moves 5 gems from their Reserve zone to their Fatigue zone and Valeria and Shevatas move 3 gems from their Reserve zone to their Fatigue zone.



 The Overlord starts with 8 gems in their Reserve zone and 3 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.

The Overlord chooses one event:



Reinforcement: 4 reinforcement points .

Curse of Set: Momentarily possessed by Set, Yasmela attacks the Hero carrying her; the Overlord rolls   (no rerolls allowed). The Hero can only dodge the attack. If the attack power is greater than the defense power, the Hero suffers damage equal to the difference.

Strategist: The Overlord may move 1 gem from their Reserve zone to their Fatigue zone to activate another tile in the River, regardless of its position. That tile counts toward the 2 tiles the Overlord can activate each turn.



Special Rules:

- * Game Board Rules: Standard game board rules apply (see Overlord book page 42).
- * Secret Passages: During setup, the Overlord randomly places 4 Stairs tokens  (2 real secret passages, 2 fake) facedown as indicated by the setup diagram. A Hero in an area with a Stairs token can perform a simple Manipulation to reveal the token only to each Hero in that area, then place it facedown. A Hero in an area with a real secret passage can flee with Yasmela by spending movement points as though the Hero were crossing a border.
- * Infiltration: At the start of the first turn, place the Valeria and Shevatas miniatures in any area with a Bossonian Guard with a blue base.
- * Doors: A Hero in an area adjacent to a door can perform a complex Manipulation with a difficulty of 2 to pick the lock. If the Hero succeeds, remove the door from the board. A Hero can attack a door as though it were an enemy unit. If a door would suffer 5 or more damage from an attack, remove it from the board. Overlord units can move across a door as though it were a border.
- * Yasmela: She is represented by the Princess miniature. Yasmela is unconscious, counts as an object with an Encumbrance value of 6, and can be picked up by a Hero by performing a simple Manipulation. That Hero takes her token and places it next to their Hero sheet. Yasmela cannot be attacked.
- * Chests: The Asset deck contains: Life Potion x2, Explosive Orb, Crossbow, Buckler, Chain Mail.

José Chaves, Jérôme Soffetti, Itai Perez & Julian Lemonnier



Conan and his companions have been surviving for many months under difficult conditions in the head of the bay of Korvela, along the coast which borders the Pict territory, far in the north of the kingdom of Zingara. They have followed their employer, Count Valenso Korzetta, who has exiled himself far from civilization for reasons known only to himself.

They are soon joined by the mercenary captain Zaporavo, an acquaintance of count Korzetta, who has come with his crew to lend a hand in exchange for glittering gold.

As everyone is working to improve the defenses of the colony against the Pict threat, they discover an ancient citadel which holds the mythic treasure of Tranicos the Bloodthirsty, the most famous pirate the Baracha Isles have ever known.

Zaporavo, little disposed to share the loot, attempts to claim it and takes advantage of the absence of the bulk of the troops to get rid of the few guards left posted on location. Only Conan, the warrior Valeria, and Taurus can still interpose themselves, but they are quickly overwhelmed by Zaporavo's forces.

After sounding the alarm horn, Valeria and Taurus barely had enough time to hide themselves, but Conan is captured and tossed in a pit filled with hyenas.



Objectives:



At the end of turn 8, the troops of the count arrive. If Overlord units have fled with 8 or less value worth of Gold bags, Zaporavo's plan fails; the Heroes win the game.



At the end of turn 8, if Overlord units have fled with 9 or more value worth of Gold bags, Zaporavo revels in his newfound wealth; the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan Warlord (Dagger, Chain Mail)
- Valeria (Sword, Parrying Dagger)
- Taurus (Turanian Sword, Throwing Knives, Leather Armor)



After setup, Conan Warlord moves 5 gems from his Reserve zone to his Fatigue zone, and Valeria and Taurus move 4 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 9 gems in their Reserve zone and 2 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.

The Overlord chooses one event:



Reinforcement: 6 reinforcement points

All Hands on Deck: The Overlord may move 1 gem from their Reserve zone to their Fatigue zone to activate another tile in the River, regardless of its position. That tile does not count toward the 2 tiles the Overlord can activate each turn.

Human Chain: The Overlord chooses a Gold bag in an area with a human Overlord unit (i.e not a Hyena or the Demon). Move that Gold bag across a border to an adjacent area with another human unit. The Overlord may repeat this process with that Gold bag any number of times. Then, if the Gold bag is in a reinforcement area, a unit in that area may pick it up and flee with the Gold bag; remove that unit from the board and set its Gold bag aside facedown. The Overlord may move up to 2 Gold bags this way per activation of the Event tile.

Arrival of the Dark Marauder: The Overlord places the Dark Demon (6 life points) in a reinforcement area. This is the Dark Marauder. The Overlord replaces the Event tile of their choice in the River with a Dark Demon tile.



Special Rules:

- ★ **Game Board Rules:** Standard game board rules apply (see Overlord book page 42).
- ★ **Gold Bags:** During setup, the Overlord randomly places all 13 Treasure tokens (9 with a value of 1, 4 with a value of 2) facedown on the board as indicated by the setup diagram. The tokens represent Gold bags, count as objects with an Encumbrance value of 2, and can be picked up by a Hero by performing a simple Manipulation. A human Overlord unit can pick up or drop a Gold bag during its movement. An Overlord unit that picks up a Gold bag cannot attack in the same activation and can gain only 1 extra movement point during that activation. At the end of the unit's movement, that unit drops its Gold bag in its area. An Overlord unit with a Gold bag in a reinforcement area can spend 1 movement point to flee with the Gold bag; remove that unit from the board and set its Gold bag aside facedown.
- ★ **Sound the Horn:** If a Hero dies, move the Turn marker 1 space towards space 8.
- ★ **Chests:** The Asset deck contains: Life Potion x2, Dagger, Explosive Orb, Crossbow, Conan's Sword, Axe, Halberd.

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